

A SHORT HISTORY OF

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# PAEZO HELLAS

THE JOURNEY. THE SYSTEMS. THE WORLDS.



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THE STORY OF A GREEK GAME STUDIO  
BUILT ON CREATIVITY, SYSTEMS,  
AND THE PURSUIT OF ENDURING WORLDS.

# A Short History of Paezo Hellas

Paezo Hellas

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## A SHORT HISTORY OF PAEZO HELLAS

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Written by Paezo Hellas.

# History of Paezo Hellas

Paezo Hellas is a Greek video game studio founded by game developer and programmer Pantelis Kassotis. Although formally established as a game development company, the origins of the studio can be traced much further back, to a creative journey that began with traditional drawing, comics, animation, and internet content creation before eventually converging on interactive entertainment.

# Origins

The intellectual foundations of Paezo Hellas emerged long before the company itself existed. During his childhood in Athens, Greece, Pantelis Kassotis developed a fascination not only with video games but with the larger worlds and institutions that created them. Influenced by companies such as Nintendo and Disney, he became interested in the ability of certain fictional universes to remain culturally relevant across generations.

Initially expressing his creativity through drawing and sculpture, Kassotis later pursued comic creation and published the webcomic *Eric & Erica*. The project attracted a substantial online following and was exhibited at Comicdom Con Athens in 2014, introducing his work to a wider audience.

Seeking to expand his storytelling capabilities, he moved into animation and online content production. His work eventually reached major digital media platforms including BuzzFeed, Funny Or Die, and Cracked.com. During this period, he became increasingly involved with the technical aspects of content production and began teaching himself programming in order to gain greater creative independence.

## Transition to Interactive Media

Programming gradually transformed from a practical necessity into a creative discipline in its own right. Through coding, Kassotis discovered a growing interest in systems, interaction, and emergent behavior. This shift was further reinforced by his participation in *Wednesday Addiction*, a pilot project developed with Amazon Prime Video.

Working within large-scale media production exposed him to the organizational structures and pipelines required to coordinate complex creative projects. Rather than strengthening his attachment to linear media, the experience highlighted the unique characteristics of interactive systems and convinced him that game development represented the most compelling medium for creating worlds capable of generating unpredictable experiences.

## Foundation and Early Development

Following years of work across multiple creative disciplines, Kassotis began experimenting with game development through various tools and engines. These efforts culminated in the creation of *Gluttony*, his first commercial title.

Although modest in scope, *Gluttony* represented an important milestone. The project demonstrated that interactive systems could be designed, completed, and released independently. More importantly, it marked the transition from creating fixed artistic works to building systems that continued to evolve through player interaction.

As subsequent projects followed, these experiences eventually coalesced into the foundation of Paezo Hellas.

# Philosophy

From its inception, Paezo Hellas was conceived as more than a conventional game studio. Its philosophy was heavily influenced by systems thinking and by the belief that enduring fictional worlds are built upon principles that transcend individual technologies, projects, and creators.

According to this view, games are distinguished not merely by graphics or storytelling, but by their ability to create worlds governed by systems that produce experiences neither players nor creators can fully predict in advance. The studio therefore regards game development as the design of behavioral systems rather than the production of isolated products.

This perspective also emphasizes long-term continuity. Paezo Hellas was founded with the aspiration that its worlds and creative traditions might survive beyond any single game or even beyond the tenure of their original creator. Consequently, philosophy, institutional culture, and worldbuilding are considered as important as technology itself.

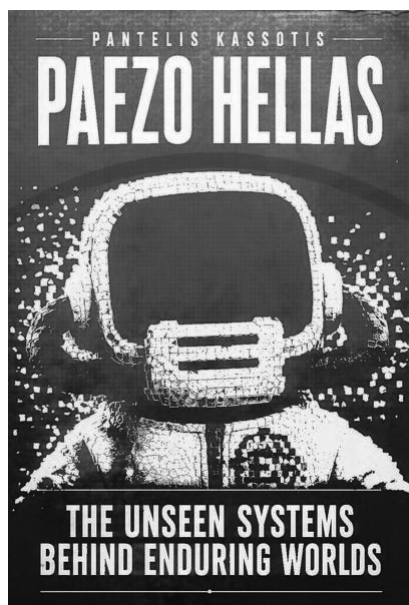
## Legacy and Long-Term Vision

The establishment of Paezo Hellas marked the culmination of a gradual convergence of artistic and technical disciplines. What began with pencil drawings and comics evolved through animation, internet media, programming, and game development into a broader ambition: the creation of enduring worlds capable of outlasting the projects that first gave birth to them.

Rather than viewing individual games as isolated achievements, Paezo Hellas approaches them as components of larger ecosystems. The company aspires to build intellectual properties and creative systems that can continue evolving across future technologies, media formats, and generations of creators.

In this sense, Paezo Hellas represents not merely a video game studio, but an ongoing experiment in how fictional worlds and creative institutions can achieve longevity through philosophy, systems, and continuous evolution.

Did you love *A Short History of Paezo Hellas*? Then you should read *Paezo Hellas: The Unseen Systems Behind Enduring Worlds*<sup>1</sup> by Pantelis Kassotis!



From the founder of Paezo Hellas, the Greek award-winning game development studio behind *Neoblazer*, *Captain Dodger*, and several of your favourite *Fortnite* maps—comes an astute book about creativity in business and leadership for readers of Ed Catmull, Amy Wallace, and Bob Iger.

Part memoir, part exploration of creativity and technology, and part examination of the ideas that shape enduring worlds, this book traces the unlikely journey of a self-taught creator who moved from drawing and comics to animation, programming, and eventually game development. Along the way, it offers a behind-the-scenes look at the many environ-

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1. <https://books2read.com/u/bOVJwQ>

2. <https://books2read.com/u/bOVJwQ>

ments that influenced that journey, from internet culture and digital media to independent game development and the founding of Paezo Hellas. But while the story follows a personal path, its focus lies elsewhere. At its heart, this is a book about a question that gradually became impossible to ignore: why do some creative worlds outlive the projects, technologies, and even the people that originally brought them into existence?

Using the experiences that shaped his career as a case study, Pantelis Kassotis explores subjects ranging from worldbuilding and interactive design to iteration, emergence, and the nature of creative institutions themselves. In the process, he argues that the most interesting aspect of games is not that they tell stories, display graphics, or entertain audiences, but that they create systems capable of producing experiences that neither creators nor players can fully predict in advance. This is not a book about formulas for success, nor is it a manual promising easy answers. It is, at heart, an expression of the ideas that one game developer believes make enduring worlds possible: a meditation on creativity, systems, and the strange relationship between human beings and the things they build.